



Practical Revision







1st.Prep – Second Term "2023"



إعداد وتصميم / جروب فريق أصدقاء الكمبيوتر - أ/ياسمين شعيب

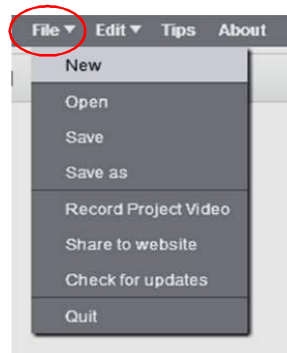
✍ Write Description the most important orders Looks

Blocks:

1-		▪ Message appears for 2 seconds and then disappear.
2-		▪ A message does not disappear.
3-		▪ A message appears, but in the form of "thought" style (2 seconds) and then disappear.
4-		▪ Active sprite appears on the Stage.
5-		▪ Active sprite disappears from the Stage.
6-		▪ Delete any effects on the active sprite.

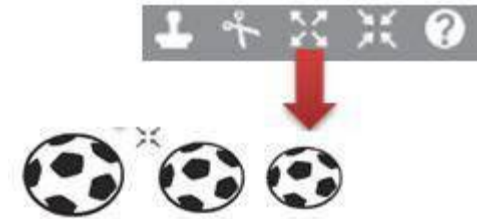
✍ Create a new project then duplicate the sprite:

- 1- From "File" menu choose "New".
- 2- Click the right mouse key on the sprite.
- 3- Choose "duplicate" from the drop down list.



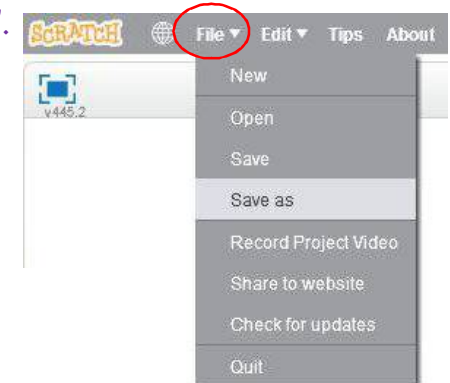
✍ Create a new project and inset a "ball" to Sprite Area then enlarge the sprite size using toolbar:

- 1- From "File" menu choose "New".
- 2- Choose the sprite "ball" from library.
- 3- Enlarge the sprite size from "Maximize" icon from toolbar.




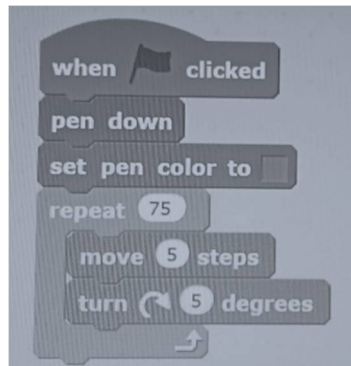
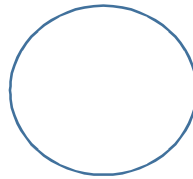
✍ Write the steps to save a project:

- 1- From "File" menu select "save as".
- 2- Select the storage place
- 3- Type the file name.
- 4- Press Save button.
- 5- The file extension takes ".Sb2"



Draw a circle:

- 1- From **Events** blocks drag "When  clicked".
- 2- From **Pen** blocks drag and drop "Pen Down".
- 3- From **Pen** blocks drag and drop "Set Pen Color".
- 4- From **Motion** blocks drag and drop "Move 10 Steps", with changing value to "5 Steps".
- 5- From **Motion** blocks drag and drop "Turn degrees to the right", change the degree of rotation to "5 degrees".
- 6- From **Control** blocks drag and drop Repeat block, change the value of repetition to "75 instead of 10"




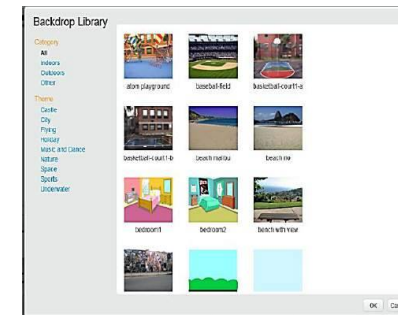
Write the steps to change the sprite name:

- 1- Display the sprite information from the icon.
- 2- Change the name.






Add a background of the stage through background library in the program:

- 1- Click on the icon  "choose a background from the library".
- 2- Select a background.
- 3- Click on "OK".



Draw a red line use one of the following sprites:

- 1- Add a new sprite from sprite library, choose .
- 2- Click & Drag  Block in script area
- 3- Press box coloring it. .
- 4- From **Motion** blocks drag and drop "Move 10 Steps",

